
System capacity

Network terminating capacity

The NT8D04 Superloop Network Card provides four network loops grouped as one superloop. One superloop can serve up to two NT8D37 IPE Modules.

Network traffic capacity

Each superloop can carry 3500 hundred call seconds (CCS), or 875 CCS per loop, of combined station, trunk, attendant console, and Digitone traffic during an average busy season busy hour (ABSBH). This capacity is subject to the following grades of service:

- the loss of no more than 1 percent of the incoming terminating calls, provided the called line is free
- the loss of no more than 1 percent of the originating outgoing calls in the system, provided an idle trunk is available
- the loss of no more than 1 percent of the intra-office calls, provided the called line is free
- no more than 1.5 percent of originating calls with more than a 3-second wait for dial tone
- the loss of no more than 1 percent of tandem calls, provided an idle outgoing trunk is available

Memory capacity

Memory capacity varies with system type (see [Table 1](#) for memory capacity for options 21A, 21, 21E, 51, 61, 71). Memory requirements depend on the system size and features available. To calculate memory requirements, refer to *Meridian 1 capacity engineering* (553-3001-149).

Table 1
Memory capacity for options 21A, 21, 21E, 51, 61, 71

System option	X11 release	Mbytes
21A	15–17	1.5
21	15–17	1.5
21E	18 and later	6.0
51	15–17	2.3
	18 and later	6.0 or 12.0
61	15–17	2.3
	18 and later	6.0 or 12.0
71	15–17	2.3 (redundant)
	18	6.0 or 12.0 (redundant)
81	18 and 19	24

Table 1 lists memory capacity for options 51C, 61C, 81, and 81C.

Table 2
Memory capacity for options 51C, 61C, 81, 81C

System option	X11 release	Mbytes
61C	19	24 (with an NT6D66 CP card)
51C, 61C	20	24, 48(NT6D66 CP card)
51C, 61C	21	48 (NT6D66 CP card)
51C, 61C	22	48 (NT6D66 or NT9D19 CP card) 64 (NT9D19 CP card)
51C, 61C	23	48 (NT6D66 CP card) 48, 64, 96 (NT9D19 CP card) 48, 64, 80, 112 (NT5D10 CP card)
81	18 and 19	24
81, 81C	20	48
81, 81C	21 and 22	48, 64, 96
81, 81C	23	48 (NT6D66 CP card) 64, 96 (NT9D19 CP card) 48, 64, 80, 112 (NT5D10 CP card)

System limits

[Table 3](#) lists the system limit parameters defined in software.

Table 3
System limits

Parameters	21A	21	21E	51	51C	61	61C	71	81, 81C
Low-priority input buffers	96 to 1000	96 to 1000	96 to 1000	96 to 1000	96 to 5000	96 to 1000	96 to 5000	96 to 1000	96 to 5000
High-priority input buffers	16 to 1000	16 to 1000	16 to 1000	16 to 1000	16 to 5000	16 to 1000	16 to 5000	16 to 1000	16 to 5000
500-type telephone output buffers	16 to 1000	16 to 1000	16 to 1000	16 to 1000	16 to 5000	16 to 1000	16 to 5000	16 to 5000	16 to 5000
Number of call registers	26 to 2047	26 to 2047	26 to 2047	26 to 2047	26 to 20000	26 to 2047	26 to 20000	26 to 5000	26 to 20000

Software configuration capacities

Maximum configuration capacities are given in [Table 4](#). A system may not be able to simultaneously accommodate all of the maximum values listed due to system limitations on the real time, memory, or traffic capacity.

Table 4
Software configuration capacities

Maximum configurations	21A	21	21E	51/ 51C	61/ 61C	71	81/ 81C
Per system:							
— steps in a hunting group	18	18	30	30	30	30	30
— speed call lists	8191	8191	8191	8191	8191	8191	8191
— members per trunk route	254	254	254	254	254	254	254
— input output devices	16	16	16	16	16	16	16
— appearances of the same directory number	16	16	30	30	30	30	30
— number of customers	32	32	100	100	100	100	100
Per customer:							
— ringing number pickup groups	4095	4095	4095	4095	4095	4095	4095
— trunk routes	128	128	512	512	512	512	512
— listed directory numbers (direct inward dialing only)	4	4	4	4	4	4	4
— lamp field array (may be repeated once on another console)	1	1	1	1	1	1	1
— consoles	63	63	63	63	63	63	63
Per attendant console:							
— feature keys							
M1250	10	10	10	10	10	10	10
M2250	20	20	20	20	20	20	20
— incoming call indicators	20	20	20	20	20	20	20
— trunk group busy indicators	16	16	16	16	16	16	16
M1250	20	20	20	20	20	20	20
M2250	2	2	2	2	2	2	2
— additional key/lamp strips							